

**FIG. 1**

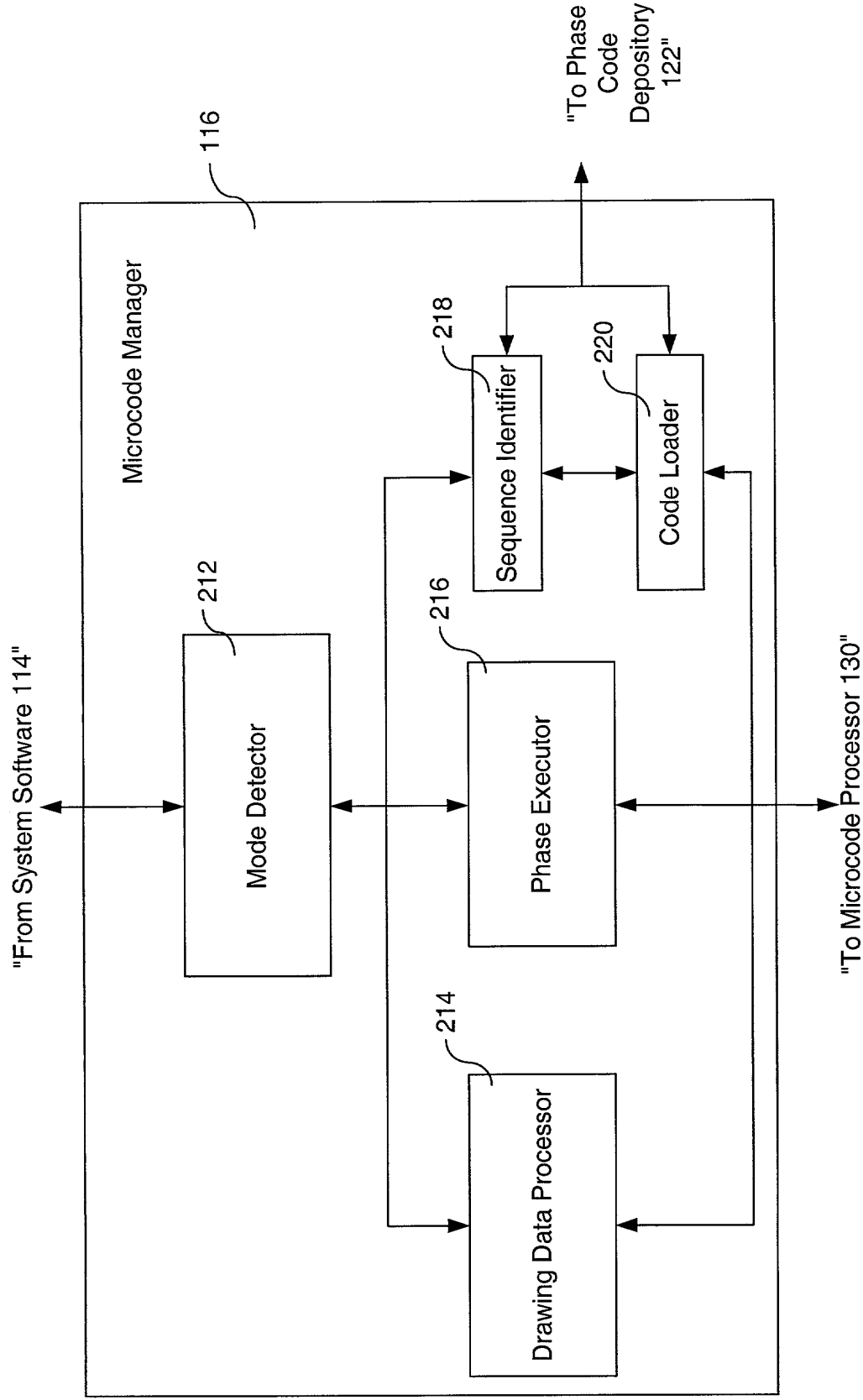
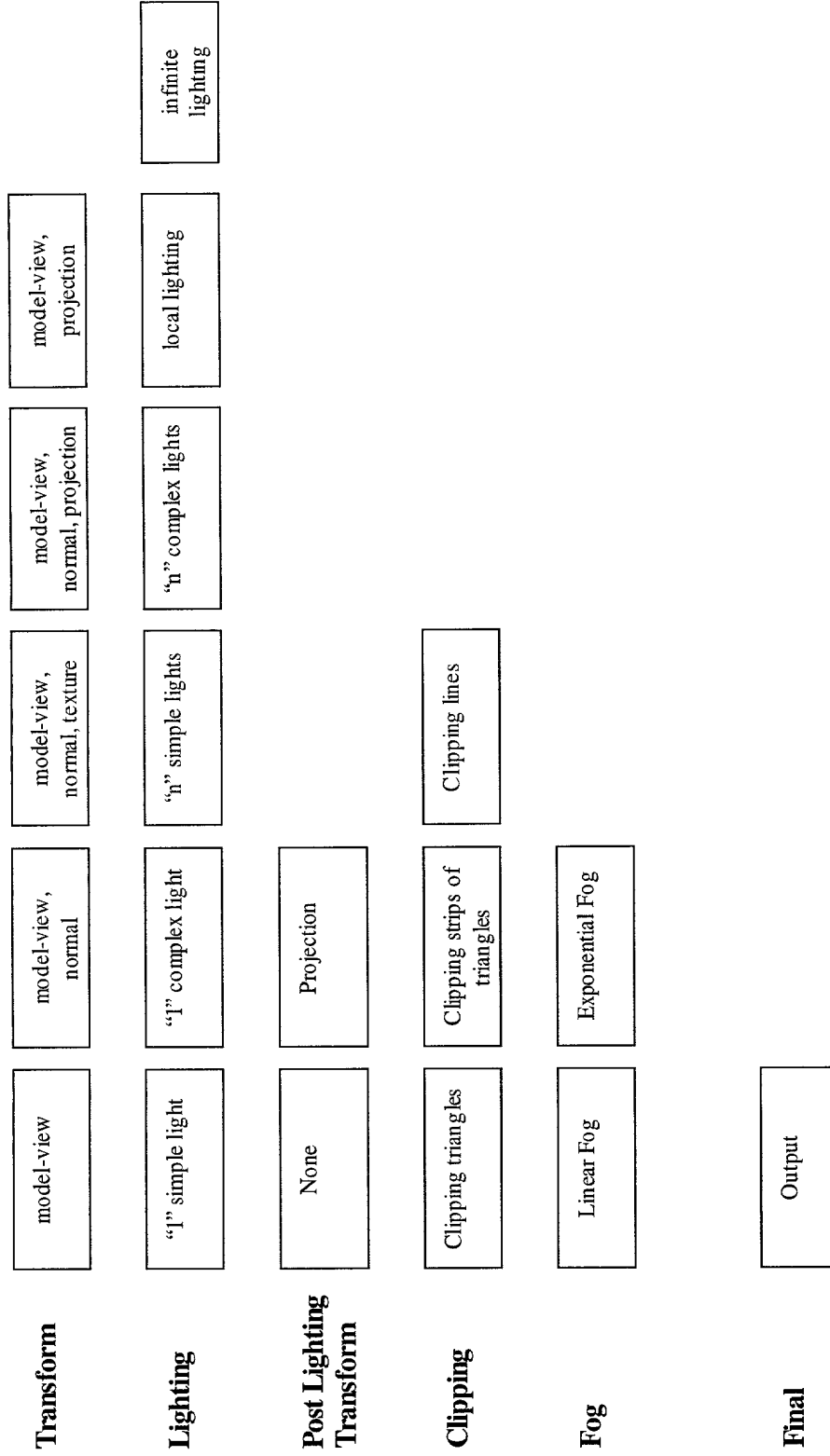


FIG. 2



**FIG. 3**

### Phase Module Sequence A

model-view, normal, projection
infinite lighting
Output

**FIG. 4a**

### Phase Module Sequence B

model-view, normal, texture
local lighting
projection
linear fog
Output

**FIG. 4b**

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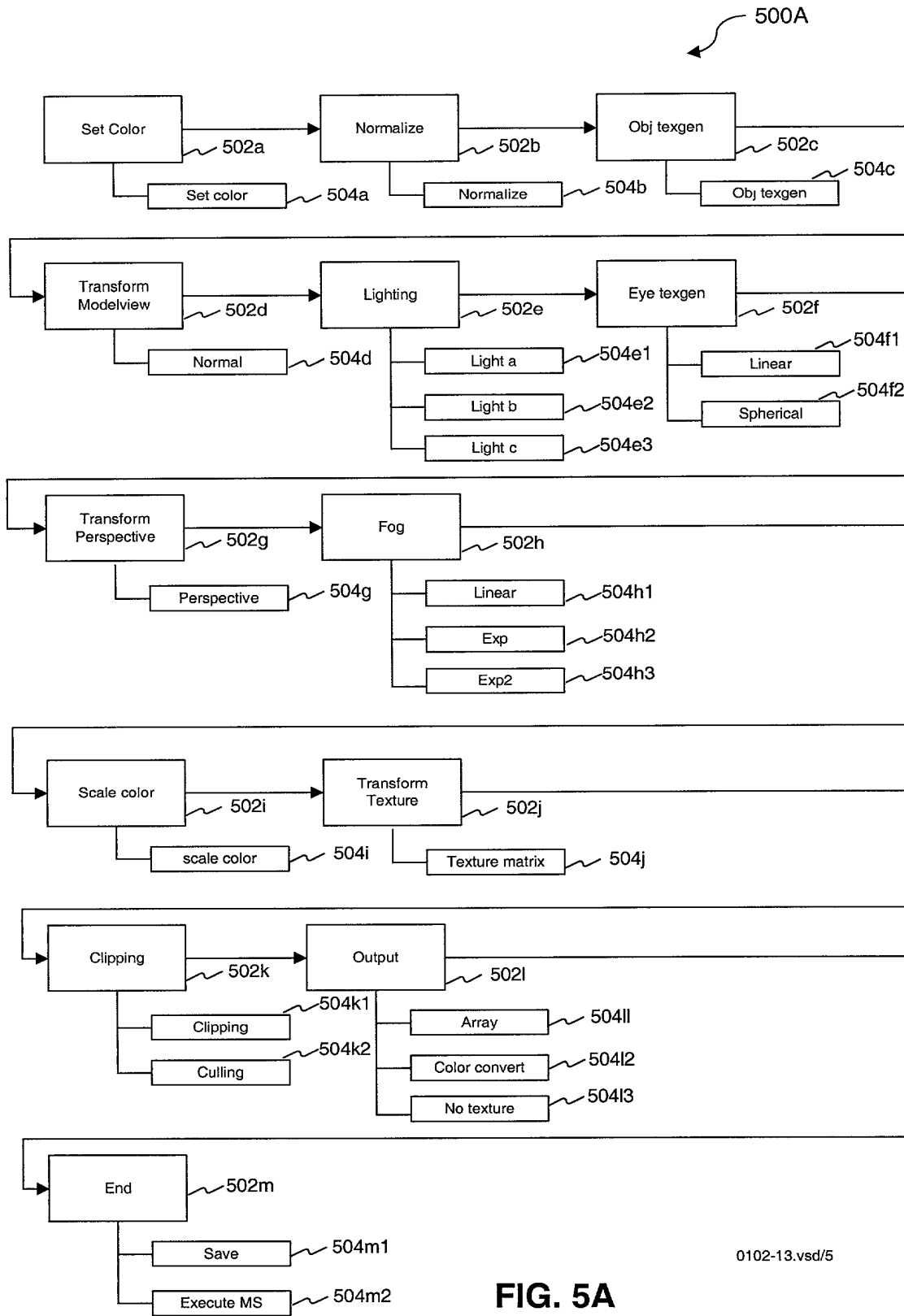
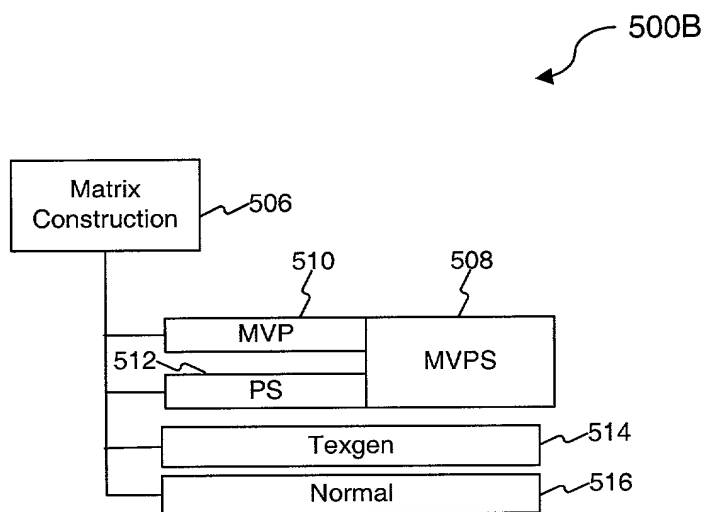


FIG. 5A

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**FIG. 5B**

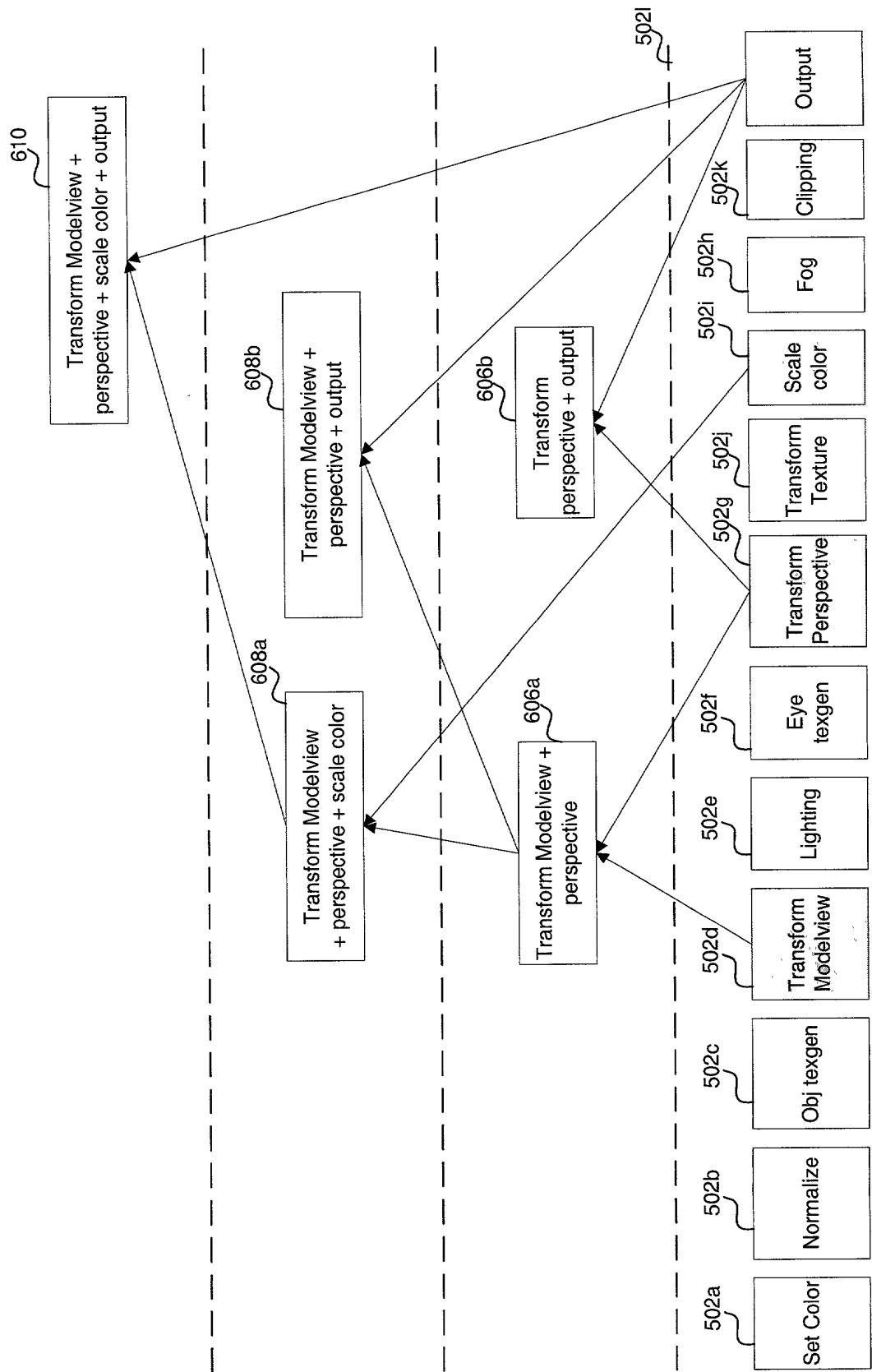
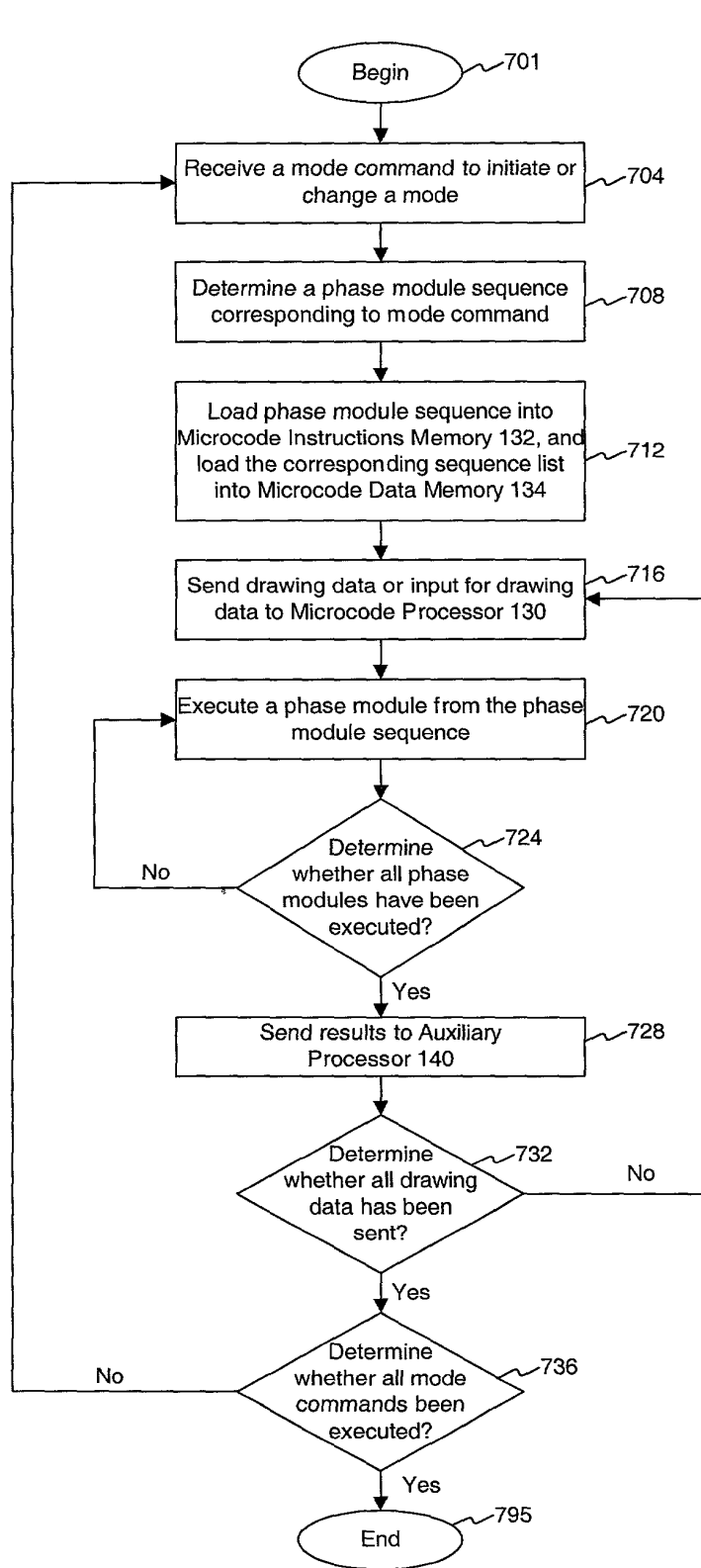
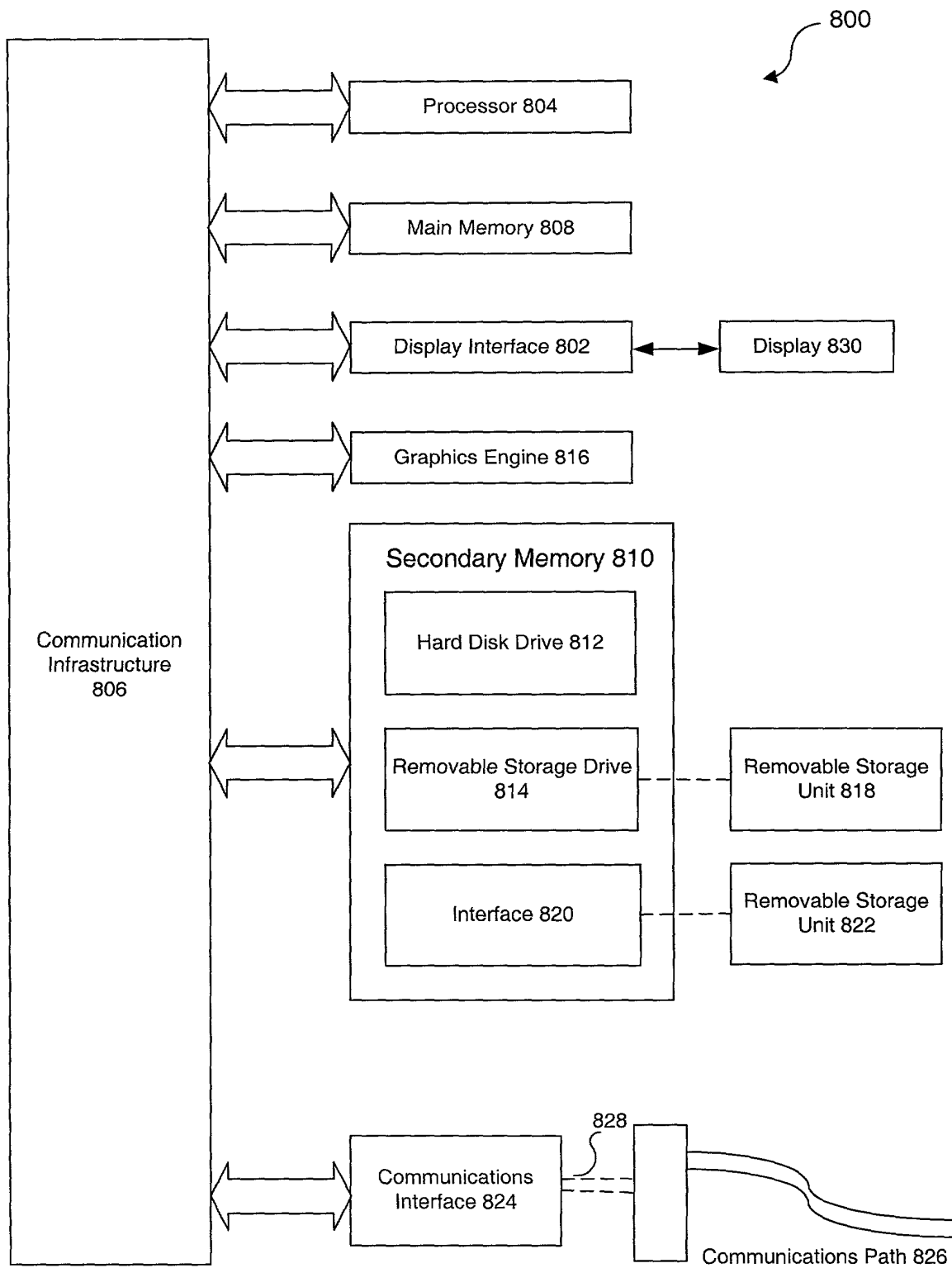


FIG. 6



**FIG. 7**



**FIG. 8**